INSTALLATION INSTRUCTIONS

You do not have to install Future Wars to your hard drive to run it, but it does speed up the game and allows non-stop music play.

1. Make a directory on your hard drive by using the DOS MD command (for example, MD C: \FWARS will make a directory called FWARS on the root of your C: drive). The name of the directory and where it is located does not matter.
2. Place the CD-ROM in the CD-ROM drive.
3. Type in the driver letter of your CD-ROM drive followed by a colon, and press the <ENTER> key. (Be sure you type in the CD-ROM drive letter followed by a : before pressing <ENTER>).
4. Type CD \FW and press <ENTER>.
5. Type COPY *.*, followed by the directory you made in step #1, and then press <ENTER>. For example, COPY *.* C:\FWARS <ENTER> will copy the contents of the /FW directory on the CD-ROM to the \FWARS directory on your hard drive.
6. Now type the letter of your hard drive, followed by a colon and press <ENTER>. For example, C:.
7. Go to the Future Wars directory on your hard drive, by typing CD \FWARS, for example.
8. Type INSTALL, and press <ENTER>. Follow the on-screen instructions and save your system configuration to your hard drive. The INSTALL program will not work if you run it from the CD-ROM disc, you must run it from the hard drive.

SYSTEM CONFIGURATION

Future Wars comes configured for a VGA system, with a mouse and a Roland soundboard. If you do not have this configuration, you will need to copy Future Wars to your hard drive and run the INSTALL program.

MUSIC

To hear the music on the Future Wars CD-ROM, you will need external speakers hooked up to your CD-ROM drive.

PLAYING THE GAME

Type FW to start.
Mouse Controls-To move, point the mouse cursor where you want to go and press the left mouse

button. Press the right mouse button to bring up the ACTION MENU. Press both mouse buttons to bring up the USER MENU.

Keyboard Controls- The arrow keys will move the cursor. Make sure NUM LOCK is off. Press the SHIFT key to slow down the cursor movement. Press CONTROL and a key on the numeric keypad to instantly move the cursor to that portion of the screen. You can move the hero directly by using the following keys: Q (up left), W (up), E (up right), A (left), S (stop), D (right), Z (down left), X (down), C (down right). The following keyboard commands can be used:

ESC - Same as the right mouse button
SPACE, ENTER - left mouse button
P - Pause Game
CONTROL-S - toggles sound on and off
+/- - speeds up and slows down the animations
F1 - Examine
F2 - Take
F3 - Inventory
F4 - Use
F5 - Operate
F6 - Speak
F9 - ACTION MENU
F10 - USER MENU

ACTION MENU
EXAMINE looks more closely at an object. Press the left mouse button when the cursor is over the object you want to examine.
TAKE an object when you press the left mouse button.
INVENTORY your items, so you can see exactly what your are carrying.
USE an item from your inventory on another item. When the cursor changes into a +, select the object from your list and then click on the object or person it is to be used on.
OPERATE an item or a person. For example, to open a door OPERATE DOOR.
SPEAK to a person by using the left mouse button as usual.

USER MENU

RESTART from the very beginning if you get really stuck and want to approach the problem a different way. You will start at the very beginning of the game.

BACKUP DRIVE tells Future Wars where to save and load your games.

LOAD a game to continue playing from an early saved game.
Move the cursor to a saved game and click on it.

SAVE a game so you don't have to start over from the very beginning at a later date. You will probably not be able to finish Future Wars in a single sitting. You will also want to save your game before a difficult problem.

TECHNICAL SUPPORT

If you have any difficulty getting Future Wars CD-ROM up and running, please contact our Technical Support group at (714) 549-2411. They are available 10:30 AM to 6:00 PM (Pacific) Monday through Friday. The address is: INTERPLAY PRODUCTIONS
3710 S. SUSAN #100
SANTA ANA, CA 92704
ATTN: TECHNICAL SUPPORT

HINTS

If you need hints for Future Wars, we have a 24-hour hintline available.

Call 900-370-PLAY, there is a $1.25 charge for the first minute and a $.75 charge each additional minute. There are no long distance charges for calling this line. Callers under the age of 18 must get their parents permission before calling. The hintline is only available from within the United States, at this time. You can also get hints by writing Interplay at the address above.

Interplay

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